

FX FIGHTER





FX

FIGHTER

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THE *NEE* SYSTEM, AS SEEN FROM OBSERVATION STATION 3978, 08:32 YESTERDAY MORNING.

THE *NEE* SYSTEM, 08:33. A DEVASTATING FORCE UNLIKE ANY WE'VE EVER SEEN WAS UNLEASHED WITHOUT WARNING. NOTHING IN THE SYSTEM SURVIVED-- NOT EVEN AN ASTEROID.

MR. PRESIDENT, MEMBERS OF THE COUNCIL, WE HAVE A PROBLEM.

THE *BALANCE OF POWER* IN THE GALAXY HAS JUST SHIFTED--A NEW PLAYER HAS ENTERED THE GAME. AS WE ALL KNOW, UP UNTIL YESTERDAY MORNING THERE WAS US, THE *HUMAN ALLIANCE OF PLANETS*.

THERE WERE THE *FERAN*, THE LEONINE RACE WE FIRST ENCOUNTERED-- AND CLASHED WITH-- ALMOST 300 YEARS AGO DURING THE *CYGNUS* WARS.

THOUGH WE CURRENTLY HAVE A STABLE *TRUCE* WITH THEIR WARLIKE EMPIRE, IT'S ONLY BECAUSE OF THE MORE RECENT APPEARANCE IN OUR SECTOR OF THESE OTHER TWO RACES...

...THE *MANTI*, INSECTOID CREATURES THAT USE HUMANS AND FERANS ALIKE AS *BREEDING GROUNDS* FOR THEIR CARNIVOROUS LARVAE...

...AND THE *CYBEN*, MECHANICAL BEINGS AT WAR WITH EVERY ORGANIC RACE THEY ENCOUNTER. AS FAR AS WE CAN TELL, THEIR GOAL IS *TOTAL DOMINATION* OF THE GALAXY BY ARTIFICIAL LIFE.

FOR THE BETTER PART OF THE CENTURY OUR FOUR RACES HAVE BEEN AT A STANDOFF, EACH UNABLE TO EXPAND OUR EMPIRES WITHOUT RISKING A MULTI-FRONT WAR.



OTHER FORCES IN THE GALAXY INCLUDE THE KANTI OF THE PLANET TROPIS, A REBELLIOUS GROUP WITHIN OUR OWN EMPIRE.

SINCE OUR RESOURCES HAVE BEEN TAXED BY OUR EXTERNAL FOES, WE'VE HAD TO LEAVE THE KANTI TO THEIR ANTI-TECHNOLOGY, BACK-TO-NATURE WAYS--AT LEAST FOR NOW.



THEN THERE ARE THE KARLAKIANS, THE OLDEST KNOWN CIVILIZATION IN THE SECTOR.

THEY DON'T SEEM TO CARE ABOUT CONQUEST OR EXPANSION--THEY SEEM SATISFIED TO STAY IN THEIR SYSTEM AND CONTEMPLATE THEIR NAVELS.

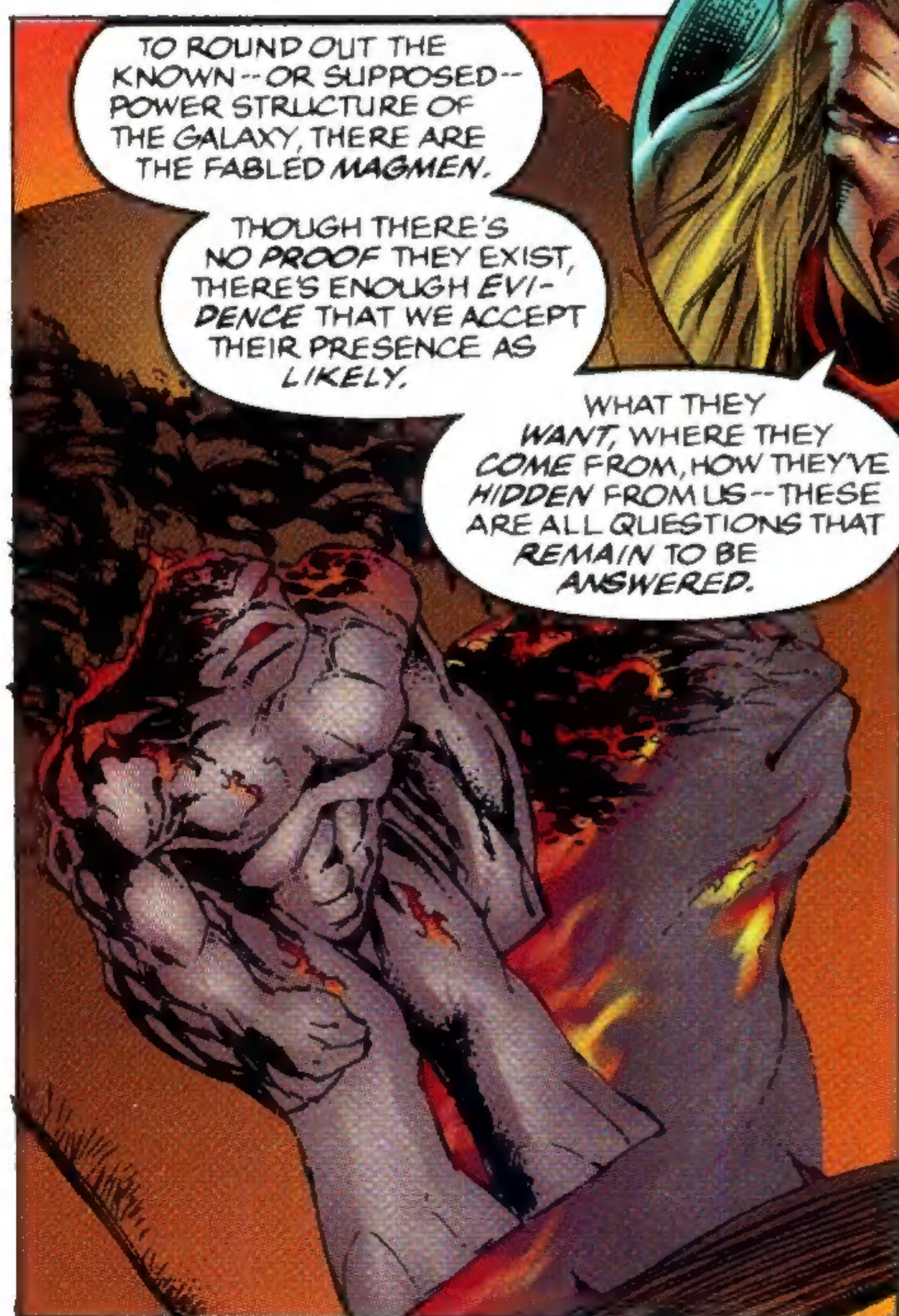
SO FAR, EVERY RACE HAS RESPECTED THEIR NEUTRALITY--MAYBE BECAUSE NONE OF US KNOWS WHAT THEY'RE REALLY CAPABLE OF, AND WE'RE NOT EAGER TO FIND OUT.



THERE ARE RUMORS THAT, MILLENNIA AGO, THEY WIPED OUT AN EVIL RACE THAT TRIED TO CONQUER THE GALAXY.

THE GHOST PLANET, URSAE, IS SAID TO BE THE HOMEWORLD OF THAT LONG-DEAD RACE.

THERE ARE STORIES OF WHAT HAPPENS TO SHIPS THAT WANDER TOO CLOSE TO URSAE--AND THE WRECKAGE LEFT IN ORBIT MAKES US TEND TO BELIEVE THEM.



TO ROUND OUT THE KNOWN--OR SUPPOSED--POWER STRUCTURE OF THE GALAXY, THERE ARE THE FABLED MAGMEN.

THOUGH THERE'S NO PROOF THEY EXIST, THERE'S ENOUGH EVIDENCE THAT WE ACCEPT THEIR PRESENCE AS LIKELY.

WHAT THEY WANT, WHERE THEY COME FROM, HOW THEY'VE HIDDEN FROM US--THESE ARE ALL QUESTIONS THAT REMAIN TO BE ANSWERED.



AND THAT, GENTLEMAN, WAS THE STATE OF THE KNOWN GALAXY--AT LEAST UNTIL YESTERDAY. THAT'S WHEN WE LOST THE NEE SYSTEM--WHEN WE FIRST WITNESSED THE POWER OF...

...ANARCHIS. IT SEEMS TO BE A WANDERING PLANET, FREE FROM ANY STAR SYSTEM. IT APPEARED AS IF FROM NOWHERE.



OUR EIGHTH FLEET WAS IN THE AREA AND RESPONDED IMMEDIATELY TO THE ATTACK.



GOOD LORD!

THE POWER!

GASP!

HOW--?



UNFORTUNATELY, OUR MOST POWERFUL WEAPONRY PROVED USELESS AGAINST ANARCHIS'S DEFENSES.



WE LOST THE EIGHTH FLEET AT 09:17 HOURS YESTERDAY.

WHAT ADDITIONAL INFORMATION DO WE HAVE ON THIS ANARCHIS? WHAT IS IT? WHERE'S IT FROM? HOW DOES IT AFFECT THE OTHER RACES IN THE GALAXY?



THIS RECORDING SHOULD ANSWER ALL YOUR QUESTIONS, MR. PRESIDENT.

WE RECEIVED THIS TRANSMISSION FROM ANARCHIS RIGHT AFTER THE FLEET WAS DESTROYED.



PEOPLE OF THE MILKY WAY GALAXY, BE WARNED--

--RYGIL HAS ARRIVED!



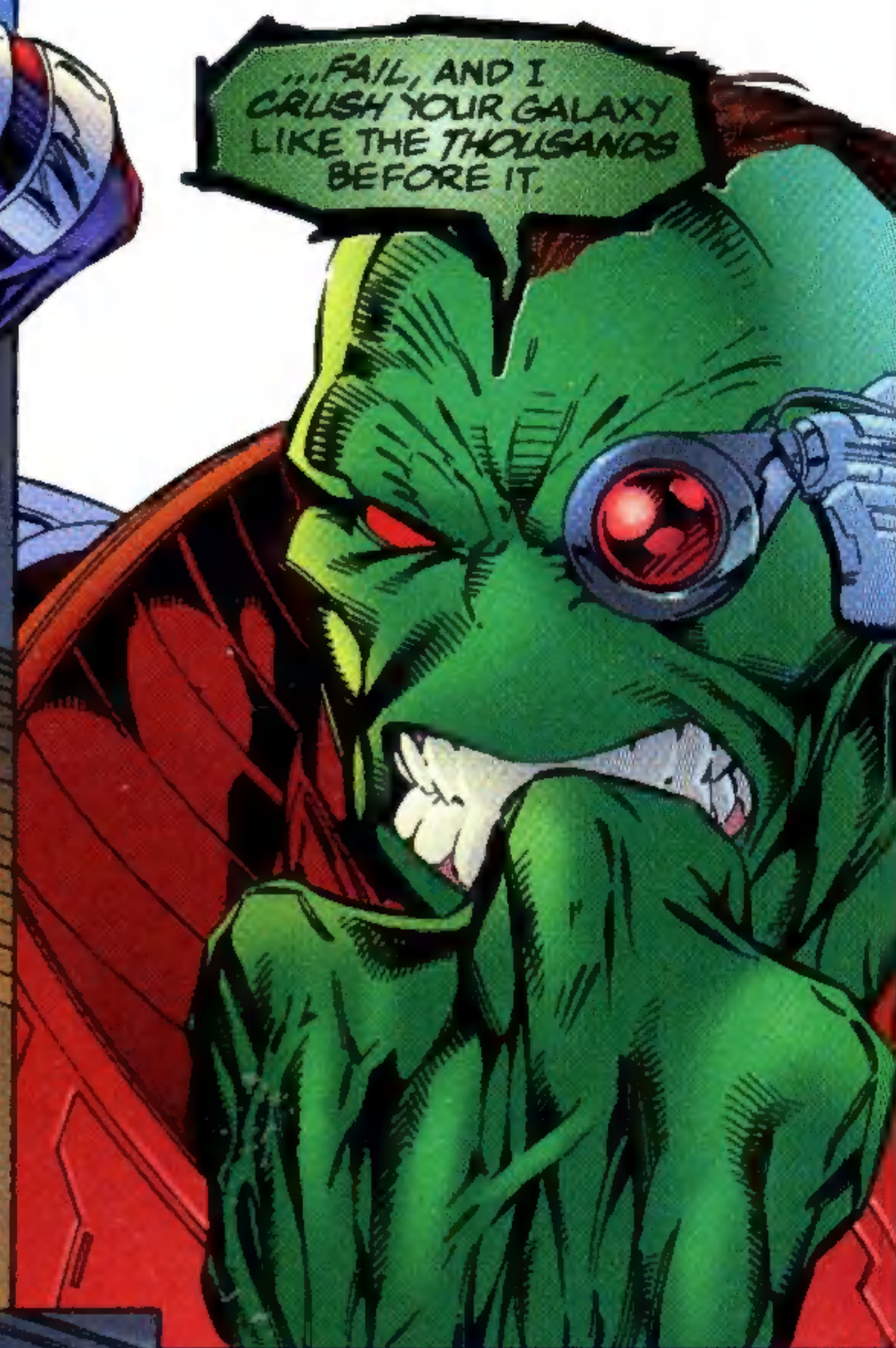
I HAVE ALREADY
PROVEN MY MIGHT
BY DESTROYING FOUR
PLANETARY SYSTEMS
AND FOUR SPACE
FLEETS, ONE FROM
EACH OF THE
DOMINANT RACES IN
YOUR GALAXY.

NOW I SEEK CHALLENGE.
IT IS CLEAR THAT I WON'T
FIND IT IN YOUR FEEBLE
SPACE FLEETS, SO I
ISSUE THIS OFFER--



ALL THE POWER,
ALL THE MIGHT OF
ANARCHIS, FORGED FROM
THE RUINS OF 10,000
CIVILIZATIONS GROUND
UNDER MY HEEL, SHALL
GO TO ANY BEING WHO
CAN BEST ME IN HAND-
TO-HAND COMBAT.

DEFEAT
ME, AND THE
UNIVERSE IS
YOURS...



...FAIL, AND I
CRUSH YOUR GALAXY
LIKE THE THOUSANDS
BEFORE IT.



INTELLIGENCE
REPORTS CONFIRM
THE DESTRUCTION
OF PLANETARY SYSTEMS
IN THE FERAN, MANTI,
AND CYBEN EMPIRES.

THIS RYJIL
IS FOR REAL, MR.
PRESIDENT.

REPORTS ALSO INDICATE
THAT THE MANTI, FERAN, AND
CYBEN ARE PREPARING TO
MEET HIS CHALLENGE--AS
ARE OTHERS.

TRACHVIN SYSTEM
FERAN EMPIRE
DESTROYED

FACTORY SYSTEM 357
CYBEN EMPIRE
DESTROYED

KELIKLAK HIVE W/
MANTI EMPIRE
DESTROYED

THIS...THIS IS
UNBELIEVABLE!

MR.
PRESIDENT,
WHAT WILL
WE DO.

LADIES AND
GENTLEMEN OF
THE COUNCIL...



...WE'D BETTER
FIND OURSELVES
A FIGHTER!

CONTINUED...

The logo for 'FX FIGHTER' is displayed at the top left. 'FX' is in a large, bold, blue font with a metallic sheen. 'FIGHTER' is in a red, stylized font with a metallic sheen, set against a black background with a blue border.The logo for 'FX FIGHTER' is displayed at the top right. 'FIGHTER' is in a red, stylized font with a metallic sheen, set against a black background with a blue border.

EIGHT GREAT FIGHTERS...

EIGHT PROUD CIVILIZATIONS...

**AND A CHAMPION WHO WANTS
TO DESTROY THEM ALL.**

You are up against the best known fighters in the Universe in a brawl to the death. The competition will be held in 8 different arenas, on 8 different planets against 8 very different competitors. Robots, Insects, Cyborgs will all use a barrage of attacks to eliminate you from the competition, permanently. In this galactic event there are no prizes for second place...only body bags.

System Requirements

Minimum

486DX 33Mhz IBM PC or compatible
4Mb of RAM
VGA
SoundBlaster soundcard or compatible
Single speed (150K transfer rate) CD-ROM drive

NOTE: FX Fighter requires an IBM PC compatible with a 486DX processor. It is not designed to run on PCs with 486SX processors.

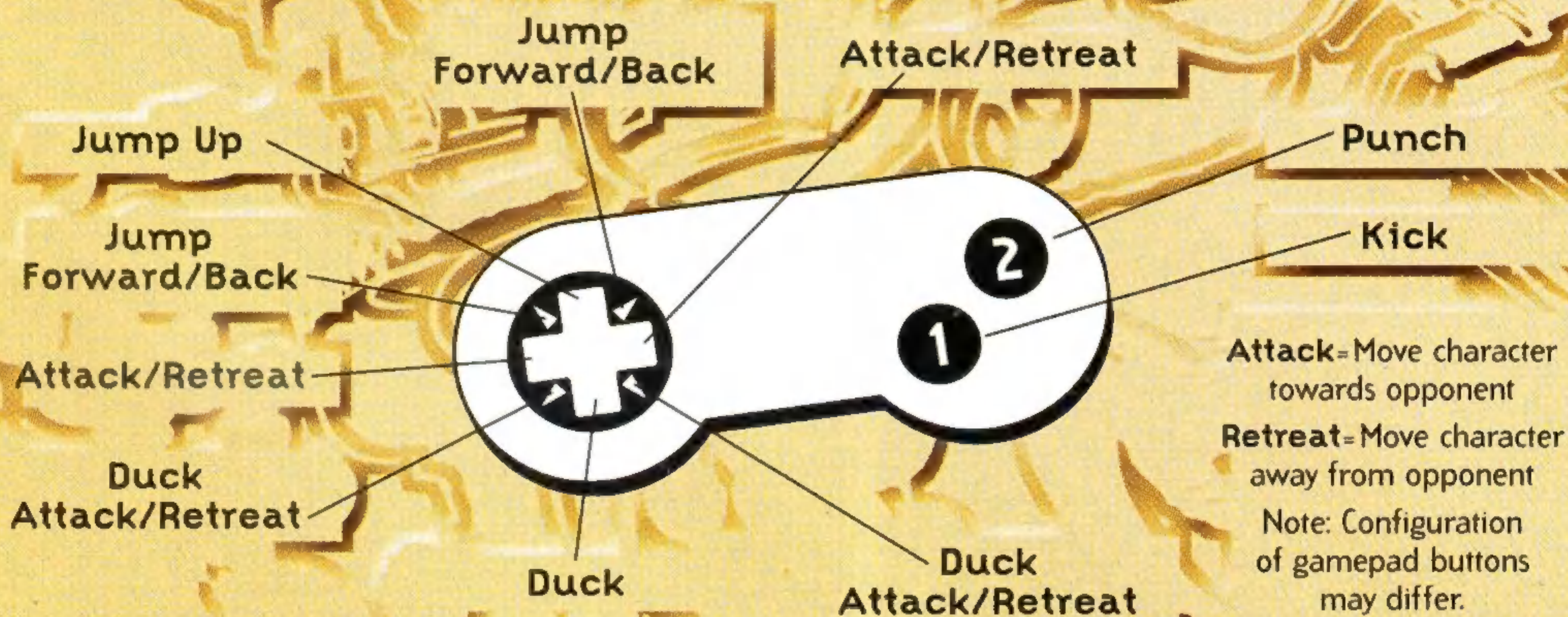
Recommended

486DX2 66Mhz / Pentium IBM PC or compatible
8Mb of RAM
Fast Local Bus VGA
SoundBlaster Pro soundcard or compatible
Double speed (300K transfer rate) CD-ROM drive
Dual joystick port gamecard
2 PC gamepads

GAME SCREEN LAYOUT



CONTROL PAD



KEYBOARD



Attack+Jump=Jump forward Retreat+Jump=Jump backwards
Attack+Duck=Duck while attacking Retreat+Duck=Duck while retreating
Duck+Attack/Retreat+Kick=Roll Left/Right (Keyboard & Control Pad)

These settings are configurable from the KEYBOARD option menu available on the OPTIONS screen. Default keys are shown. Depending on the direction your character is facing ATTACK & RETREAT may be swapped.

Note: Certain keyboard combinations may interfere with one another due to hardware limitations.

MAIN MENU SCREEN

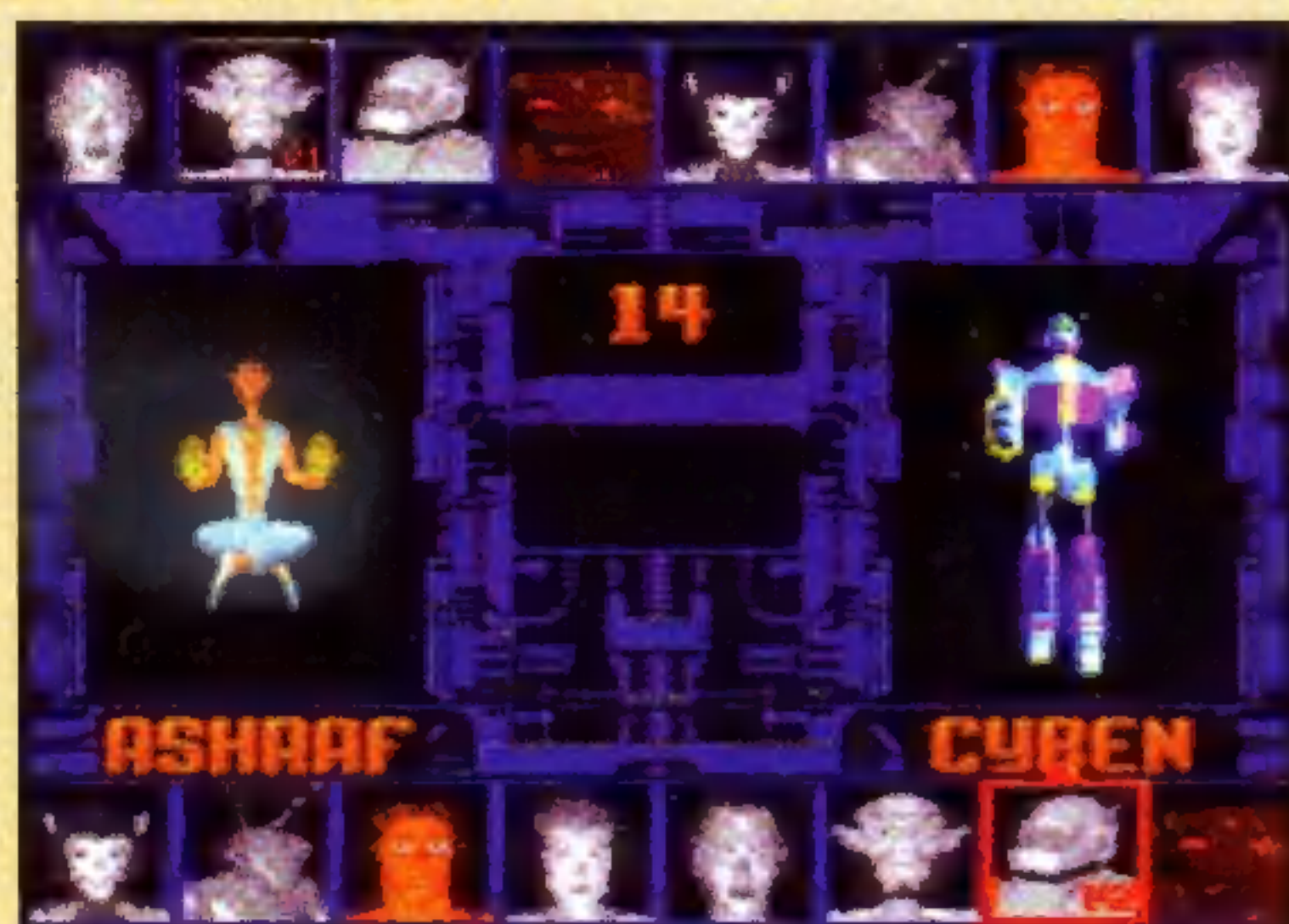


ONE PLAYER SCREEN

To compete as a single player choose "1 Player." Using the direction keys, or control pad, you will then be able to select one of the eight fighters. As you select your fighter a short animation will be played, some animations even give clues as to the player's special abilities. After selecting your fighter you will also be able to choose an opponent. The opponent selection screen will appear after every successful fight before you move on to the next arena.



VS. SCREEN



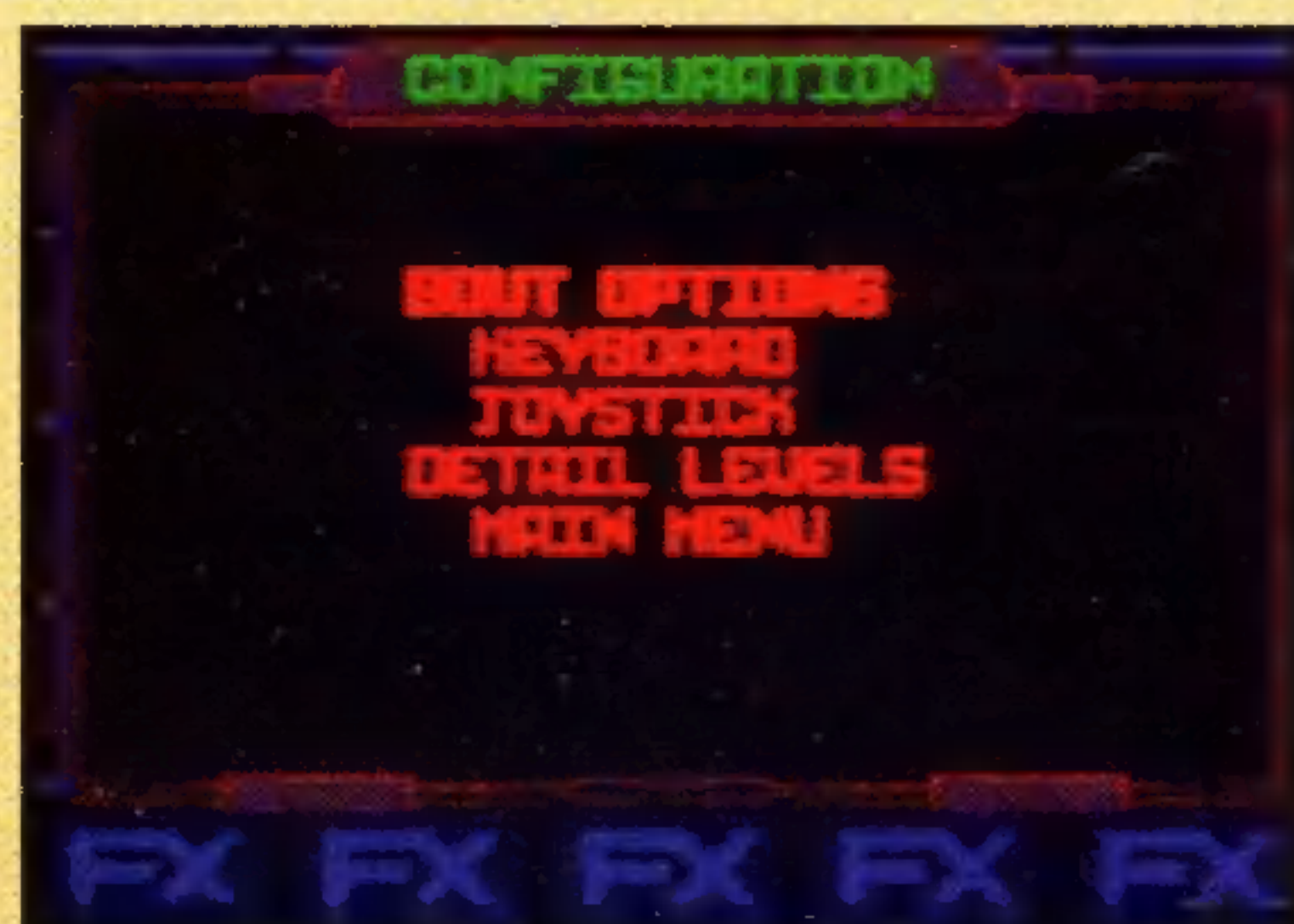
A two player game may be played by selecting "VS." from the "Main Menu." With **Player 1** controlling the top row of fighters, and **Player 2** controlling the bottom row of fighters, each player can select their Champion. Both players can select the same fighter which will be shown on screen using two distinct color schemes.

TOURNAMENT SCREEN

When more than two players want to compete they can select "Tournament." In this mode up to eight players can compete in a round robin tournament using any combination of the eight alien fighters. Each Player will select a fighter and type in their name. The computer will then schedule the bouts and keep track of the standings.



OPTIONS SCREEN



The "Options" section allows you to customize the configuration of the FX Fighter software. You will be able to customize your controller, modify fight options, and configure your computer to give you the best combination of speed and detail.

BOUT OPTIONS SCREEN

In "Bout Options" you will be able to adjust the following:

Time - the length of each round. The sideways looking 8 is the symbol for "infinity" or unlimited time per round.

Rounds - the number of rounds you must win to beat each fighter.

Level - the level of difficulty for computer controlled opponents.



KEYBOARD SCREEN



You can customize your keyboard controls using this section. You will need to test the keys after changing them because different computers handle keyboard input in different ways.

JOYSTICK SCREEN

When using game pads or joysticks you will probably need to configure the controllers. For more information consult the Quick Reference Card included with FX Fighter.

ON ALL MENUS: Use Reset to change the options back to their original settings. Load and Save can be used to store special key configurations to your hard disk.



DETAIL LEVELS SCREEN



The "Detail Levels" section will allow you to customize FX Fighter to find the best balance of speed and detail for your computer. Lower detail levels will increase gameplay speed. On very slow computers the user should set everything to "Low", "Off" and "Wide". On very fast computers the user can adjust all settings to "High", "On", "Textured" and "Full". Below is a brief description of each setting:

Detail (Low, High) - Determines the number of polygons for each fighter.

Shading (On, Off) - "Off" gives fighters a more polygonal look, but increases game speed.

Textures (On, Off) - "On" adds detail to fighters (eg., facial expressions, tattoos, etc.).

Floor (On, Off) - Determines the detail level of the arena floor.

Floor Detail (High, Med, Low) - Determines the number of polygons used to represent the arena.

Screen (Wide, Full) - Determines play screen size.

Select "Main Menu" to return to the primary menu screen.



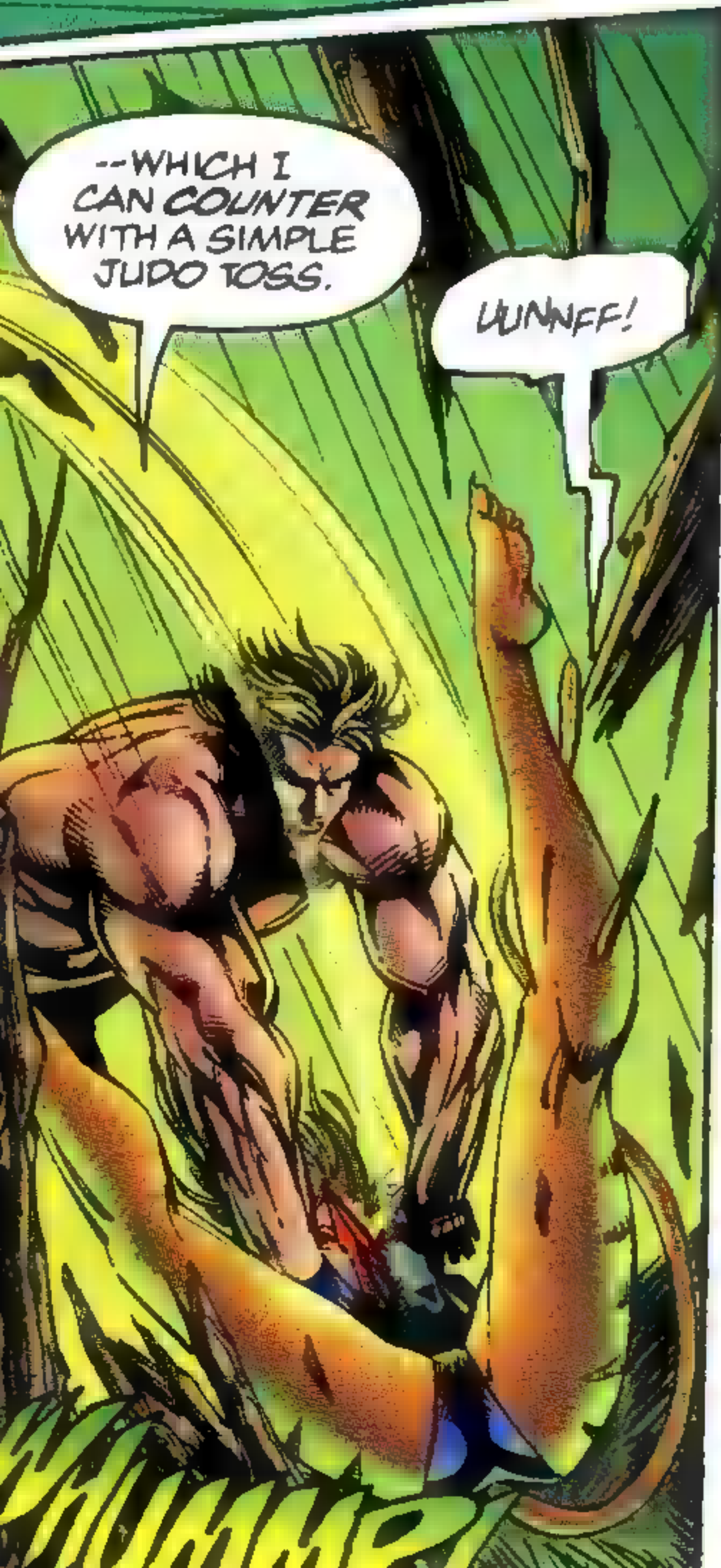
C'MON, SHEBA,
SHOW ME YOUR
STUFF!

RRRRRRR



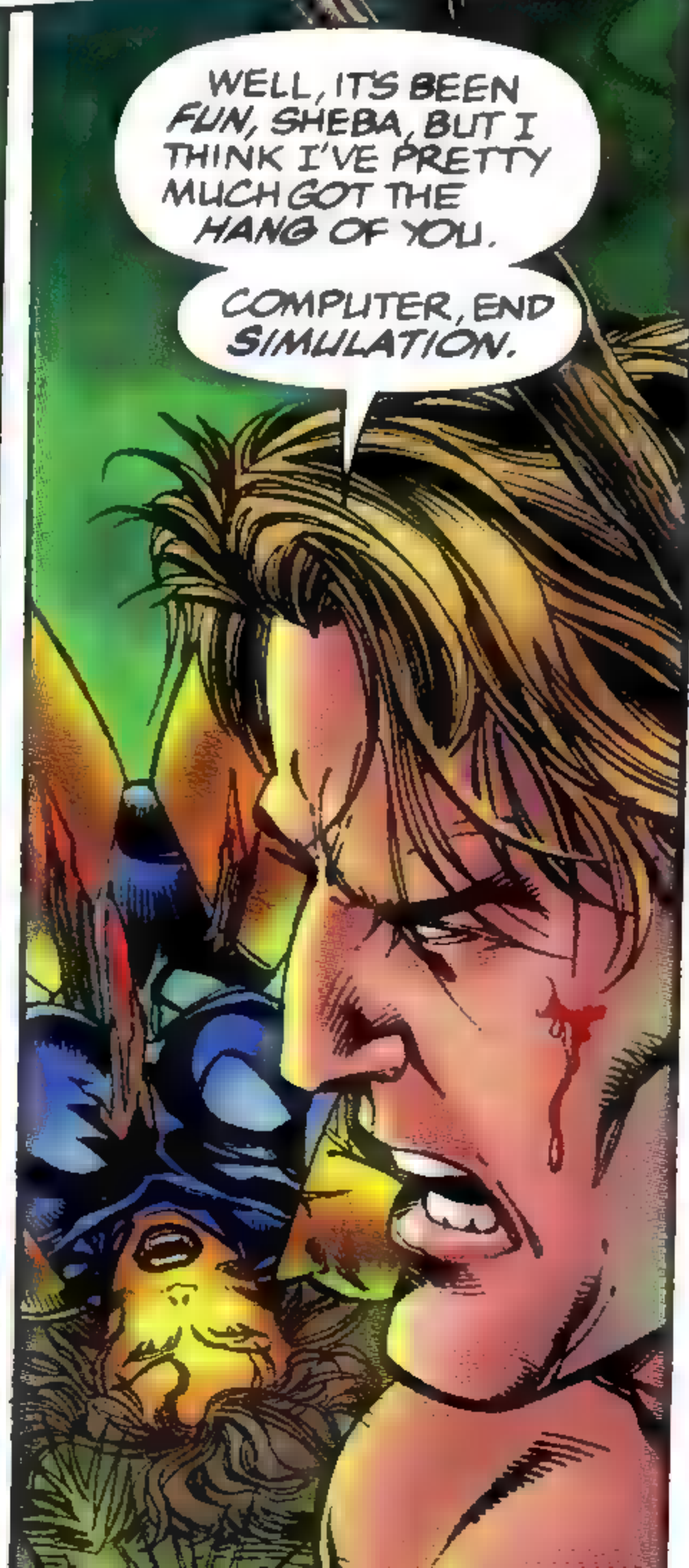
RRRAAAWWL!

RIGHT,
THAT'S
"CROUCH,
LUNGE, AND
CLAW"--



--WHICH I
CAN COUNTER
WITH A SIMPLE
JUDO TOSS.

LUNFF!



WELL, IT'S BEEN
FUN, SHEBA, BUT I
THINK I'VE PRETTY
MUCH GOT THE
HANG OF YOU.

COMPUTER, END
SIMULATION.

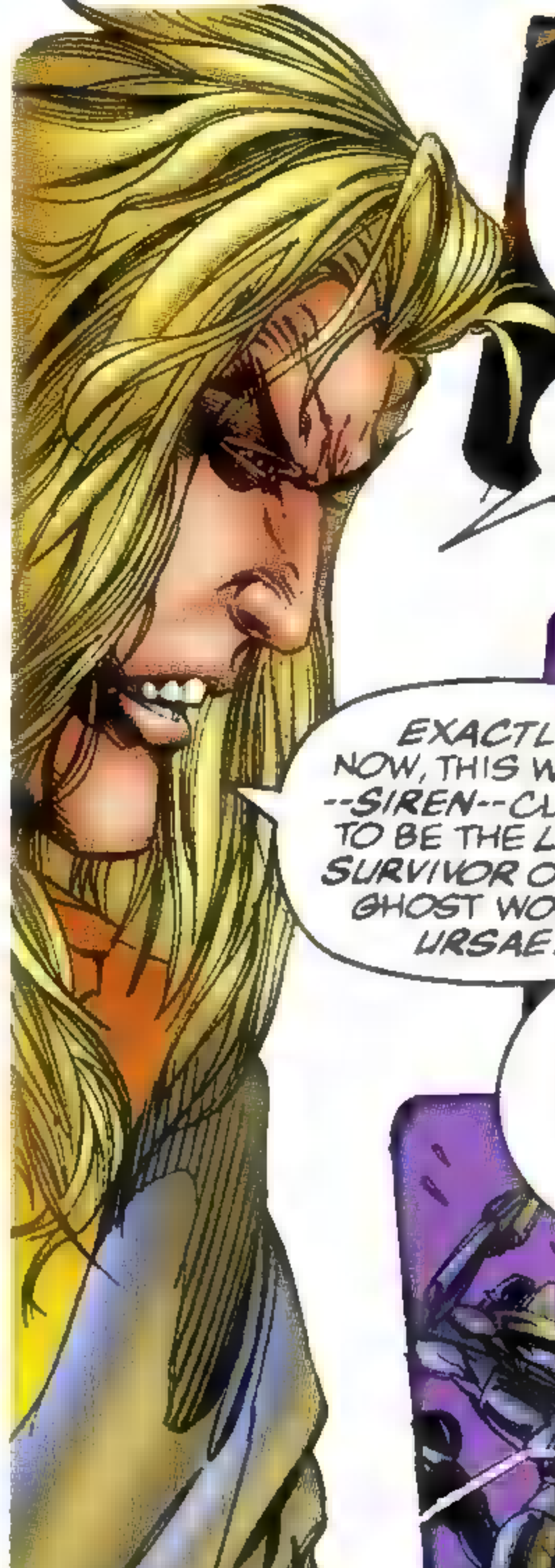


OKAY,
I'M MAXED OUT
ON THE FERAN
FIGHTER--WHAT
ELSE'VE YOU
GOT FOR ME?

PATIENCE,
JAKE--I'M
LOADING THE
NEW DATA ON
THE OTHER
COMBAT-
ANTS NOW.

AS THE
REPRESENTATIVE OF
THE HUMAN ALLIANCE
OF PLANETS, YOU'VE
GOT THE BEST INTEL-
LIGENCE IN THE
GALAXY AT YOUR
DISPOSAL.

ZZZNNNN



HERE--THIS
FIRST SCREEN SHOWS
MAGNON. AS YOU CAN
SEE, THE MAGMEN DO
EXIST, AND THEY'VE
SENT A REPRESENTA-
TIVE TO FIGHT FOR
THEM.

REPORTS INDICATE
THAT HE'S QUITE **STRONG**,
VERY **DURABLE**, AND
HAS...

LET
ME GUESS--
LAVA
BREATH?

EXACTLY.
NOW, THIS WOMAN
--**SIREN**--CLAIMS
TO BE THE LAST
SURVIVOR OF THE
GHOST WORLD,
URSAE.

SHE APPEARED
ON **PROCON 3**
SHORTLY AFTER **RYGIL'S**
CHALLENGE AND QUICKLY
OVERWHELMED THE
PLANET WITH HER
TELEKINETIC
POWERS.

SHE WANTS TO
USE **ANARCHIS**
TO REVIVE HER
EVIL RACE AND
CONQUER THE
GALAXY.

NICE
PLAN--I'LL
LOOK OUT
FOR HER.

SOMEONE
ELSE MAY BEAT
YOU TO IT. THIS IS
ASHRAF, A **KARLAKIAN**
MONK. HIS RACE HAS AN
OLD GRUDGE AGAINST
SIREN'S.

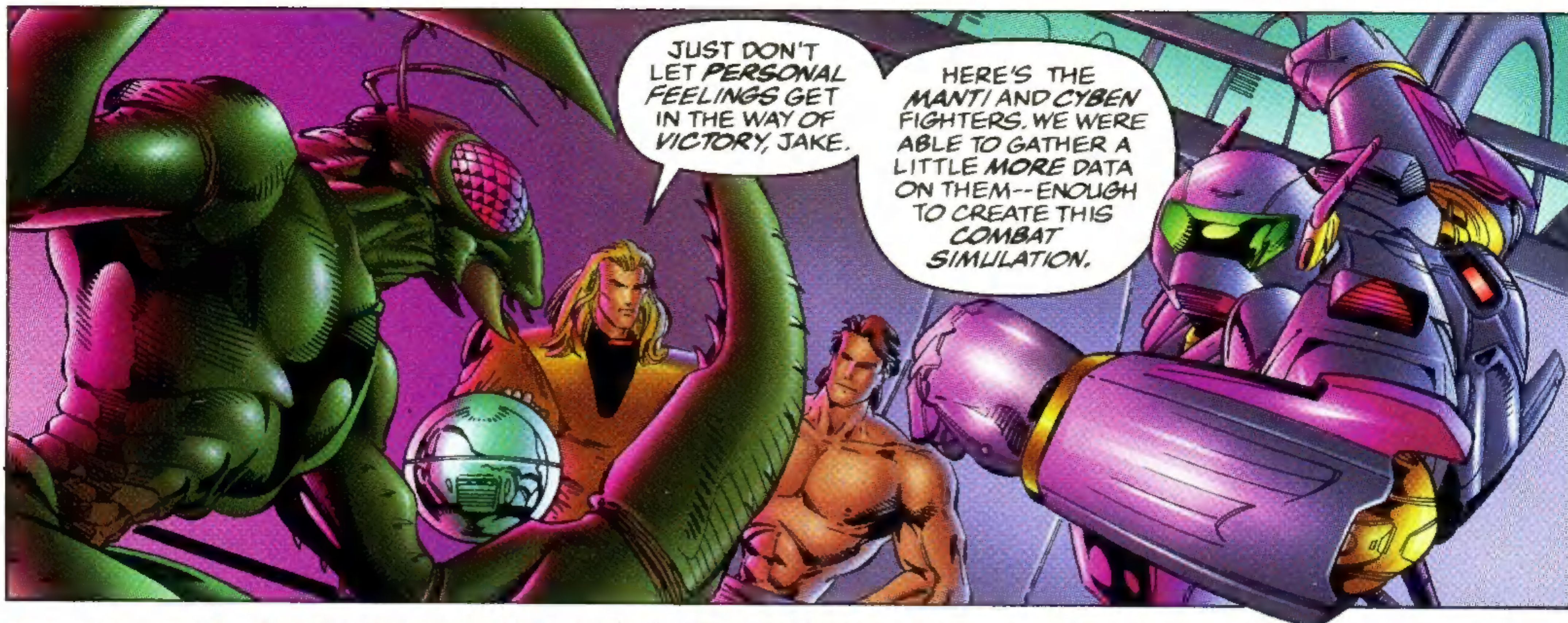
HE
MAY SEEM
HARMLESS,
BUT DON'T BE
FOOLED--

--HIS **CHAKRA**--
HIS LIFE FORCE--
CAN MAKE QUITE
AN IMPACT ON
A FOE.

AS CAN
THE **KANTI**
CHAMPION'S
THROWING
STARS.

HER NAME'S
KIKO. SHE'S STRICTLY
LOW-TECH, BUT SHE'S
DEADLY WITH HER
WEAPONS.

THAT'S NOT
ALL **KIKO'S** DEADLY
WITH. WE'VE MET...
AND I'M LOOKING
FORWARD TO THE
REMATCH.



JUST DON'T LET **PERSONAL FEELINGS** GET IN THE WAY OF **VICTORY, JAKE.**

HERE'S THE **MANTI** AND **CYBEN** FIGHTERS. WE WERE ABLE TO GATHER A LITTLE MORE DATA ON THEM--ENOUGH TO CREATE THIS **COMBAT SIMULATION.**



AS YOU CAN SEE, **CYBEN 30** HAS MASSIVE **STRENGTH**, BUT **VENAM** IS MORE **AGILE** AND CAN LEAP OVER HIS BLOWS.

WHOOOSH!



SHE CAN ALSO SPIT A HIGHLY **CORROSIVE ACID** AT HER FOES, SO BE **CAREFUL** WITH HER.

NO SWEAT-- I'M A LOT **FASTER** THAN THE **BUCKET.**

DON'T UNDERESTIMATE **CYBEN 30'S** **SPEED**--OR HIS **COMBAT ABILITIES.**

HE CAN TAKE A LOT OF **DAMAGE...**



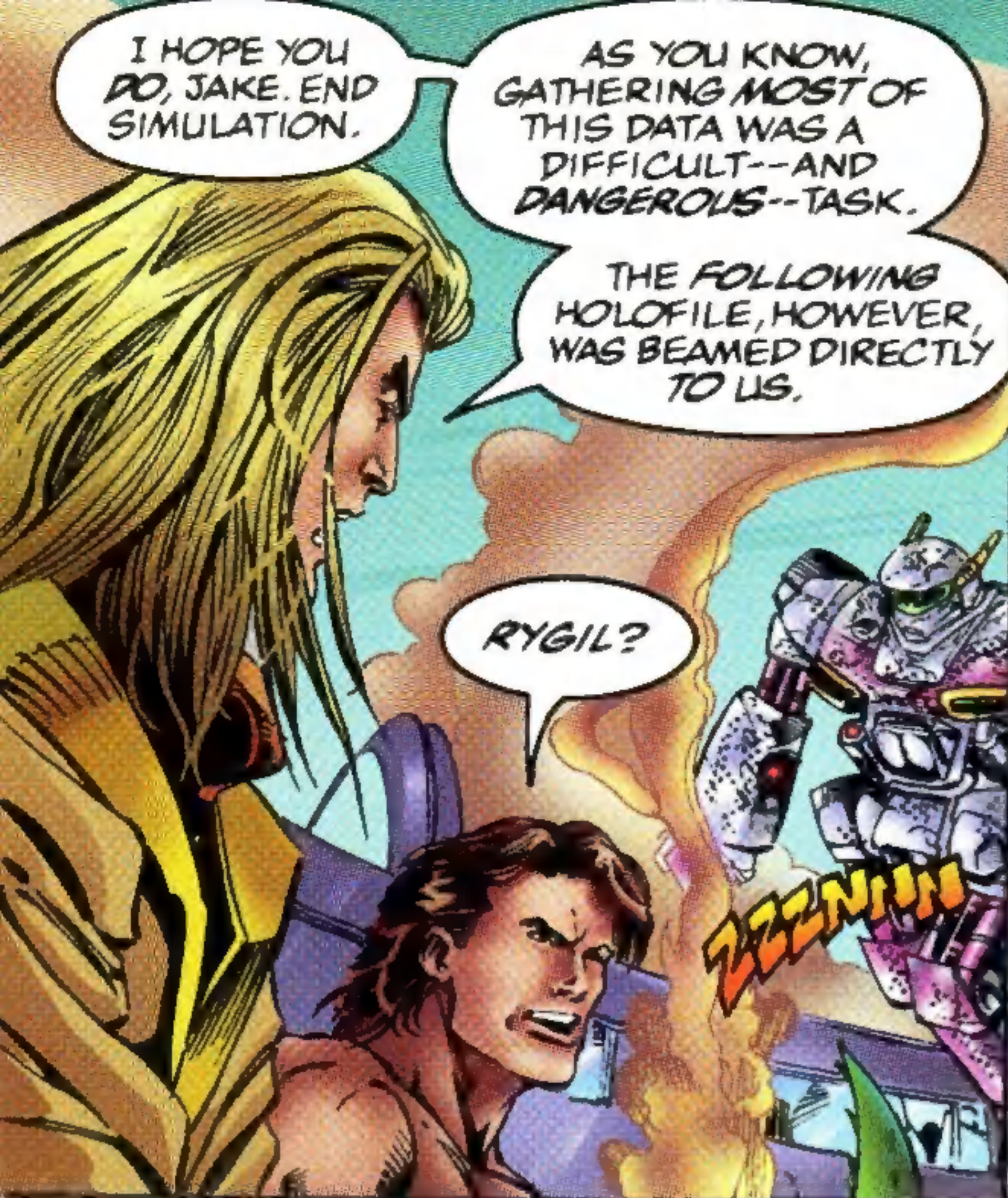
...AND HE'S EQUIPPED WITH A **CYBER-SHOCK** ATTACHMENT THAT CAN DISH OUT EVEN MORE IF HE **CATCHES** YOU BETWEEN THE **ELECTRODES!**

ZZZZZAK!

SKREEEE!



OUCH, SO I SEE!



I HOPE YOU DO, JAKE. END SIMULATION.

AS YOU KNOW, GATHERING MOST OF THIS DATA WAS A DIFFICULT--AND DANGEROUS--TASK.

THE FOLLOWING HOLOFILE, HOWEVER, WAS BEAMED DIRECTLY TO US.

RYGIL?

ZZZNNNN



GREETINGS, HUMAN WORM! I AM RYGIL, YOUR MASTER.

RIGHT NOW, YOU ARE TRAINING, PREPARING TO MEET ME IN BATTLE.

LET ME SHOW YOU WHAT YOU FACE!

YOU DO THAT.



MY FISTS HAVE SHATTERED MOUNTAINS... FELLED PLANETS.

KRUUMP!

OR PERHAPS I'LL USE MY OPTIC BLASTS TO INCINERATE YOU WHERE YOU STAND.

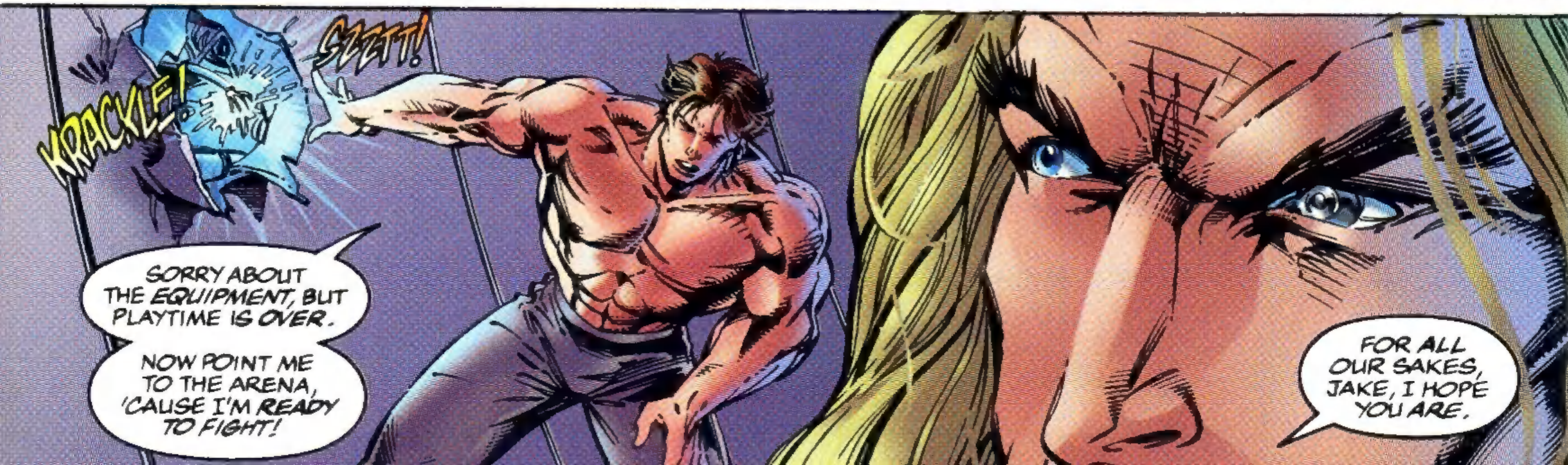
IT WILL BE LESS MESSY THAN A PUNCH.

AND THEN, AS YOUR CORPSE SMOLDERS, I WILL EAT YOUR--SKRECH!

THEY CAN CRUSH YOUR FRAGILE HEAD LIKE A MELON!

EAT THIS, RYGIL!

SHRAK!



SORRY ABOUT THE EQUIPMENT, BUT PLAYTIME IS OVER.

NOW POINT ME TO THE ARENA, 'CAUSE I'M READY TO FIGHT!

FOR ALL OUR SALES, JAKE, I HOPE YOU ARE.

GAME CREDITS:

PRODUCER
ASSISTANT PRODUCER
ASSISTANT PRODUCER
TEST MANAGER
LEAD TESTER
TESTERS

CHARACTER DESIGN
MANUAL
MOTION CAPTURE TEAM

SPECIAL THANKS

PRODUCT MARKETING MANAGER

PROGRAMMER

CHARACTER ANIMATION

IN-GAME ARTWORK

FRONT-END ARTWORK

GAMEPLAY DESIGN

GAMEPLAY SUPPORT

ORIGINAL DESIGN

MUSIC

SOUND CODING
CODING SUPPORT

BRENDER SUPPORT

QA / TESTING


SPECIAL THANKS

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